

Love Letters of a Nun and a Knight



An Arthurian scenario for four players.

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For Fastaval 2024.

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A thank you also goes to Norris J. Lacy, whose translation of the Vulgate Lancelot-Grail cycle I borrow a few quotes from.

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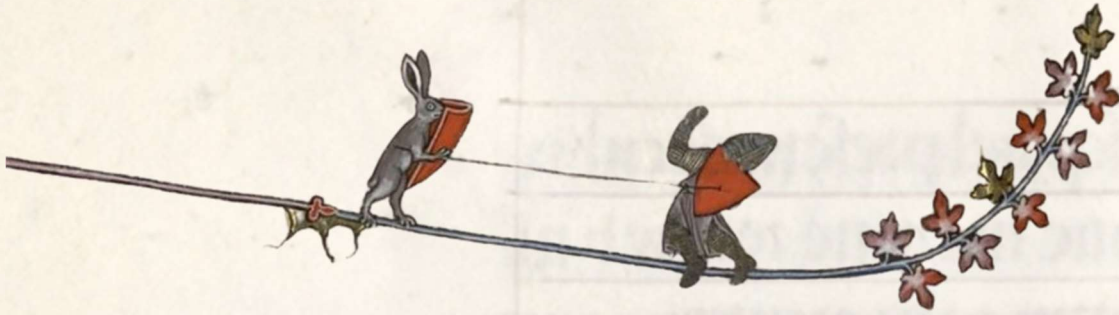
Introduction

This is a tale of knights and nuns, of highly esteemed virtues and not least – of great love! *Love Letters of a Nun and a Knight* is placed in the romantical world of King Arthur, inspired by the courtly romances of the high Middle Ages, such as *The Knight of The Lion* and *Lancelot, The Knight of the Cart*. Unlike other, more magical versions of the Arthurian legend the supernatural are at the perimeter of the story, while the focus rests on the relationships between the knights, both good and evil, as well as the many charming ladies. Told in meta terms; this is a low-fantasy drama scenario written for four players and a gamemaster.

The core of the scenario revolves around the relationships between the player characters, but also the honor of each character, as a civil war breaks out between Arthur's loyalists and the radicals of Mordred. Here the players will have to decide, what is most important: love, honor or simply survival.

For a big part of the scenario the four players will be split into two duos; the two knights and the two nuns, and throughout the entire first act these duos can only communicate directly internally. So, if the knights for example contact the nuns, it will be in the form of letters, which the players will deliver via monologue on specific moments through the scenario. Likewise, the other way. This narrative distance between the two groups plays a big role in the scenario and will develop character relations as well as build up the big reunion in the second act.

The scenario invites the greatest of emotions and lots of melodrama; the players can of course have fun and laugh a bit along the way, but for the characters themselves the story and stakes are deadly serious. From playtesting I have had a good experience with laughing a bit more about the melodrama in the beginning but turning up the seriousness as the situation becomes graver and the story unfolds.



The Death of Arthur

Throughout the scenario there will be multiple quotes from the book *The Death of Arthur* (1225), also known as *La Mort le Roi Artu*, which is part of the Lancelot-Grail vulgates cycle. Most of the quotes are taken from the translation of Norris J. Lacy, from his book *The Lancelot-Grail Reader* (2000, Routledge). However, one of them I had do myself as a relay translation based on the work of Kajsa Meyer.

Running the Scenario

As gamemaster you will have multiple responsibilities during the scenario, and you will have a very active part in the story. It is your job to explain the mechanics of the scenario, introduce the universe, structure the story, start scenes, give handouts and play the handful of characters, whom the players will meet. See the Start Guide for more information concerning relaying the basic information and getting started.

Story Structure

The scenario is divided into a prologue, two acts and an epilogue. Most of the scenario (meaning the prologue and act I) consists of more or less predefined scenes, which you will set up and cut. Between these scenes there will usually be a letter.

Act II though has more free scenes, where the players will have more agency in shaping the structure of the story. If there is a need for breaks throughout it might be a good idea to have one between the prologue and act I and again between act I and act II.

At certain moments in the scenario the gamemaster will turn over a handout to the players; this will be specified throughout. You can find these handouts in the appendix.

Non-player-characters

As gamemaster you will have to play a wide selection of characters for the players to interact with. These range from evil knights to unfortunate lovers and everything in between. You can find a description of them all in the section on non-player-characters. These have been written to reflect the overall themes of the narrative and to be connected to the player characters in some capacity, but also with the intend of giving the gamemaster an opportunity to delve into some fun and varied roleplaying. Typically, there will only be a few non-player-characters present in a scene at the same time.

The non-player-characters will often be central agents of a scene, but they should never possess the attention for too long, unless it is shared with a player character.

Fate Points

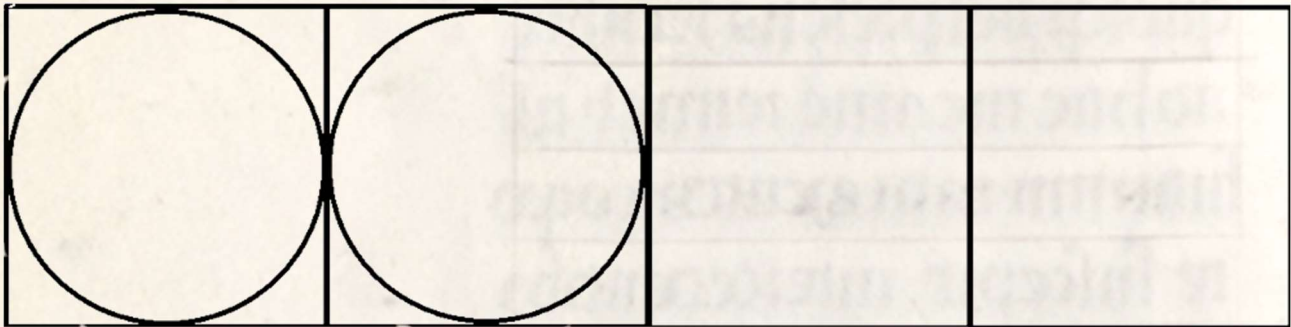
The scenario uses a fate mechanic for solving problems and conflicts. This mechanic is built on a limited amount of fate points, which each player character starts with two of. Every time a player character stands before a challenge and wants to solve it in a way, which might be dangerous, the player can pay 1 fate point to achieve the desired result. Such a challenge could for example revolve around the encounter with an evil knight, and in order to escape or defeat the assailant, the player pays one point and gets to explain, how their character solves the situation. Another example could be Sister Gildea tricking Sir Ifar and poisoning his food, so he gets sick. Fate points can be used in a variety of situations, but it is defining of them that the situation must be dangerous or at least very risky in some other way.

If any of the players at some point run out of fate points, they will have to write their character out of the story for the present; this usually involves dying, or at least getting fatally wounded, but could also result in a character turning mad and running into the forest, disappearing forever. The player will however still achieve the action, which they attempted and for which they paid the final fate point, and they to decide the specific fate themselves. The idea here being that the players get a certain ownership of the death of their character. The writing out – whatever the character gets injured or becomes mad – happens at the moment that players spend their last fate point, not if they are already out and attempt another perilous action. Fate Points do not become relevant until the second act of the scenario, as the story climbs towards its peak. If a character is ever fatally injured, they can however survive if treated by Gildea, but will still have to lie sickly for the rest of the story, with a much-decreased agency.

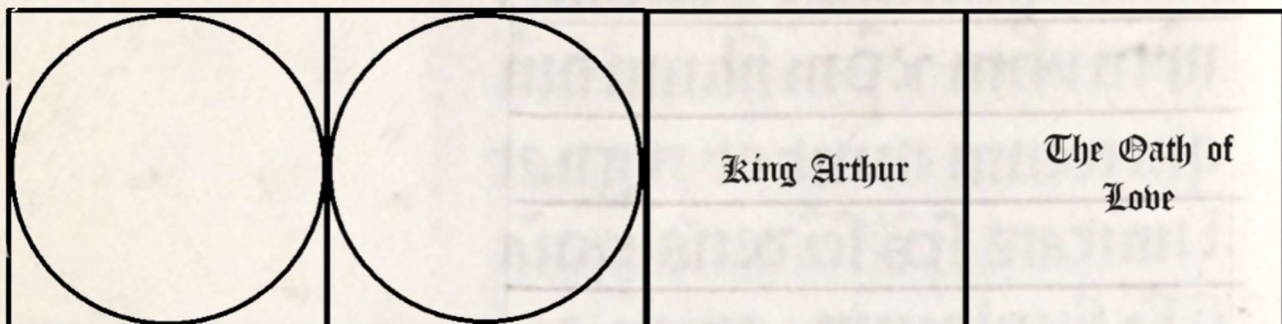
Each player starts out with two fate points, which does not allow for more than two dangerous actions, before this person loses their character. It is however possible to gain more fate points through play by the breaking of oaths. Each player character has two of these oaths as well, such a knightly oath or the Samaritan oath, and by breaking one of these the character will lose renown and idealism but will also reclaim some control over their own fate. One might, for example if one has the oath of a Samaritan, neglect to save the life of a dying person and get one fate point. This is meant to create dilemmas for the players and increase the drama, as the ideals and mortal needs of the characters are set into conflict. The physical circumstances and different dangers could have serious consequences, but it will also affect the future of a character, if they lose their honor by breaking one or even both of their oaths.



Fate points and personal oaths have been visualized for each character with a figure similar to this one:



Each box represents a potential fate point, but only the boxes with circles in them represent active fate points. The two boxes to the right with no circles represent the oaths. If the players break an oath, they draw a circle in the box. If one on the other hand use a fate point, you cross out one of the circles. Looking at a specific character (here Bern), it appears like this:



Abilities

Each player character also has an ability, which allows them to do specific acts without paying a fate point. Both knights e.g. have the ability Knightly Training, which enables them to defeat most enemies in combat with no problem, as long as they are armed and fighting one-on-one. Two specific enemies however (Ector and Gorlois) are deadly enough that it still requires a fate point to defeat them: this is noted in the description of each character and in the scenes, where they appear.

There are three different abilities in the scenario: Knightly Training, Physician and Cunning.

Knightly Training allows a character to defeat a single opponent at a time in combat without paying a fate point, as long as one is armed and fighting one-on-one. The player may decide what exactly happens and whether they kill or spare the enemy. Knightly Training does not work on either Gorlois or Ector.

Physician allows a character to save those who are fatally injured with the use of herbs and other medicinal supplies, but the character, whose life is saved, will spend the rest of the scenario weak and sickly. The physician has to treat the wounds of the injured party quite quickly, in order to work. This ability can also be used for saving player characters.

Cunning allows one to trick non-player-characters and manipulate them into different actions – however never into damaging oneself. Cunning does not work on Ector!

The Writing of Letters

Multiple times throughout the story, a player will have to write a letter to another character. In the prologue and the first act it is predefined, who writes and who receive which letters. E.g. scene 1 in act I will end in Sir Bern writing a letter to Sister Gildea. The epilogue however allows each player character to write one final letter to a character of one's own choice. It is marked in the run through of the scenes, exactly when it is time to write a letter, to whom and by who.

When "writing a letter" it works in the following way: the player "writing" stands up and delivers the letter in a monologue, without anyone else having the opportunity to commenting, interrupting or answering. When the letter is done, the player sits down again, and the scenario will typically go on to the next scene. If a player does not have the opportunity to stand up, this one might instead move one meter away from the rest of the players, so the person still stands out. The gamemaster should mention this mechanic in the introduction, but it will be more properly introduced at the end of the prologue, where each player must write a letter to a predefined character.

The Story, overall

The scenario is divided into a prologue (about 30 minutes), two acts (60-90 min each) and an epilogue (15-20 min), which all take place in a specified timeframe and with more or less predefined scenes. Throughout there are a couple of time skips, especially between the prologue and first act, and the scenario takes place parallel to the end of the tale of King Arthur with the reveal of Lancelot and Guinevere's affair, the conflict between Arthur and Lancelot, the civil war in the kingdom of Logres and finally the death of Arthur.

In the following we will go through the overall narrative, including backstory, the parallel tale and the story structure.

Player Characters

Sir Bern (22 years of age) is a young, idealistic knight, who has sworn an oath to love itself. In his childhood he loved the maid Gildea but was prevented from marrying her. Since then, he has served as apprentice to Sir Edward Caulas. He also idolizes Sir Lancelot.

Sir Edward (40 years) is a respected knight, who is known for always speaking the truth. He is the brother of Gildea and Ector Caulas but his relationship to his sister is somewhat damaged while he has spoken to his brother for years. In his youth he loved Belinda of the Tower but could not marry her, because his honesty led to conflict with her father.

Sister Gildea (23 years) is a young nun and a skilled physician, who in childhood was the close friend and lover of Bern. Since her arrival in the cloister, she has come to terms with her fate, but she still retains feelings towards Bern. Her greatest comfort in the cloister has always been the presence of her little sister Lunette. However, she is also the closest confidant of Abbess Elaine.

Abbess Elaine (38 years) is the leader of the Cloister of the Holy Saint Heloise as well as the sister of the twin brothers Edward and Ector, even if her relationship to both brothers has deuterated since childhood. Elaine is a strict, but also playful and loving mother figure in the cloister. She especially has a close

relationship to Sister Gildea. Before entering the cloister, many years ago, she had an affair with the knight Sir Tor. He was however married and would not leave his wife. Elaine decided to end the relationship herself and swore her oath shortly after.

Story Structure

The Prologue

The Prologue takes place many years before the rest of the scenario. Here Gildea and Bern are separated at the steps of the Convent of the Holy Saint Heloise, whereafter they will both swear their respective oaths. The prologue begins with a monologue written aloud by the gamemaster and ends with an introduction to the writing of letters.

The prologue should not last more than 30 minutes.

Act I

The first act will take place over about 9 months from early spring to early winter in the same year.

This act consists of six scenes: three with the knights and three with the nuns. Here almost all important characters are introduced, character relations are established and developed, and the central conflicts set into play. During these scenes the knights will travel, while the nuns stay in the cloister. In the final scene, the knights are near the cloister, and the long-awaited reunion just around the corner.

At the beginning of Act I the kingdom rests in peace and prosperity; at the end civil war looms on the horizon.

Act II

The second act takes place over a short timeframe, at the very most two days' time.

In this act the Convent of the Holy Saint Heloise is threatened. Ector Caulas has returned, now amongst the servants of Mordred, and he is on the hunt for any

potential enemy of his master. Amongst others the young knight Sir Lac, who has sought refuge in the cloister. Everything is at stake, as the nuns are in danger Edward and Bern come to the aid of the cloister and the two former lovers are reunited.

The act ends abruptly when a messenger of King Arthur arrives, seeking all knights who are loyal towards the one true king in order to send them to the plains of Camlann, where his forces gather.

The Epilogue

The Epilogue does not consist of concrete scenes, but of narrated events.

The knight players will have to decide whether to answer the call of Arthur. If they journey to the Plains of Camlann, they will bear witness to the battle between Arthur and Mordred as well as the death of the king.

The convent is also in danger during the lawlessness of the civil war, and if no one protects it during the winter, it risks destruction.

Finally, the fate of each player character is decided, and every player gets to send one final letter to a character of their own choice.

The Past

There are primarily two backstories for this scenario, which each relates to one of the two central relationships between the player characters.

Bern and Gildea

They both grew up far to the west at the castle of Hen Neidr, where Bern's father Culwen is reigns, near the sea. Gildea's parents were servants at the castle. Despite this, the two became good friends from a very young age, and together with Bern's cousin Ifar, they embarked on many adventures. As they grew up, Gildea and Bern fell in love. They secretly attempted to hold a wedding with cousin Ifar and Gildea's younger sister Lunette as guests, but Culwen put a stop to it. He ensured that Gildea and Lunette were placed in a convent, while his son

Bern was sent far away as a squire. Since then, Bern and Gildea have not seen each other.

In reality, it was actually Ifar who told Culwen about the planned ceremony; both because he secretly himself loved Gildea himself, but also because he feared he would not receive proper knightly training. In return for revealing the secret, Culwen ensured that he was apprenticed to Sir Agravaine of the Hard Hand, King Arthur's nephew. Neither Bern nor Gildea know that it was Ifar who exposed them, and both still consider him a good friend.

Ector, Edward and Elaine

As children, these three siblings were close, but a conflict damaged their relationship forever in their youth. This conflict spun from an affair that Ector had with the married lady Igolda, whose spouse was the knight Menaus. Elaine knew about the affair for a long time, but neither she nor Ector told their brother Edward anything. When one day, Edward learned the truth, he was asked by Elaine to keep it secret. But Edward had sworn an oath to the truth, so when questioned by Sir Menaus about his knowledge of the matter, he could not lie. Menaus hurried home and caught Ector and Igolda in bed together. It quickly escalated into a fight, and before anyone knew it, both Menaus and Igolda lay dead on the ground. Only Ector survived, and he was blamed entirely, even though he himself cannot remember exactly who killed Igolda. Ector was banished, and none of his siblings have seen him since. Elaine still holds her brother Edward responsible.

Game Master Characters

Ector Caulas (40 years of age) is the villain of this tale and missing brother of Edward and Elaine, in Edward's case a twin brother. He was sent into exile after being confronted by the husband Menaus for having an affair with his wife Igolda. Both Menaus and Igolda died during the confrontation, and Ector has regretted this action ever since, partly because he truly loved Igolda. He himself does not know if it was him or Menaus who killed Igolda. He harbors a deep resentment towards his brother Edward, who revealed the affair to Menaus.

Ector was known in his youth as "the foul brother" because he often lies and manipulates other people, but he was not born wicked. Throughout the many years of his exile, he has only ever dreamed of returning to Logres and his family, but over time, he has become bitter, especially because none of his siblings have attempted to contact him. He has now been offered the opportunity to return as a knight under Mordred and has sworn his loyalty to him. He still loves both of his siblings, even if he cannot admit it, not even to himself, but if he fatally wounds one of his siblings, he becomes consumed by madness and loses his fighting spirit. Ector is both a skilled warrior and a liar; even if someone has the abilities Knightly Training or Cunning, it costs a fate point to defeat or outwit him.

Sir Gracian le Fou (38 years of age) is a knight who has never succeeded in achieving a grand reputation. He is a bit of a dreamer and a hopeless romantic, who has been in love with the noblewoman Belinda of the Tower for many years. He typically expresses his feelings in a very melodramatic manner. He seeks to defeat another knight in combat in order to dedicate the victory to Belinda and thereby win her love, but he lacks confidence. He has known her for several years but has not made much of an impression on her and has never dared to reveal his feelings.

Gracian is the son of Menaus and Igolda, who were killed by Ector Caulas when he was young, and this loss has weighed heavily on him his whole life. If he has the opportunity to seek revenge against Ector, he will do everything in his power to achieve it – though he can never hope to defeat him in single combat. At least, not alone. However, Gracian considers himself a good friend of Edward, whom he has known since youth.

Gracian's French nickname, "Le Fou," was given to him by his peers in his youth. He believes it means "the pheasant," because he is so elegant. This is not the case. It actually means "mad" or "drunk", since he is more known for his bragging and partying than this bravery.

Sister Lunette (19 years of age) is a young nun in the Convent of the Holy Saint Heloise and Gildea's sister by birth, who was also placed in the convent after

Gildea and Bern's failed attempt to marry. While Gildea has resigned herself to her fate, this is not the case for Lunette. She dreams of a completely different life, of adventures, and of great love. She is also in love with the young knight Lac, whom she secretly meets with in the local village of Abelard's Mill from time to time.

Sir Lac (21 years of age) is a charming French knight, who is related to Lancelot. He is in love with Sister Lunette, with whom he secretly meets occasionally, but he is also ashamed of the fact that she is a nun. Otherwise, Lac is both honorable and loyal.

Sir Gorlois (32 years of age) is a violent and troublemaking knight, notorious for always starting fights at knightly gatherings and falling out with people. He has joined Mordred's supporters and works for Ector in Act II. Gorlois is a giant of a man and a skilled warrior, so even if you have the ability Knightly Training, it costs a fate point to defeat him in combat.

Sir Khadoc (25 years of age) is a young knight who has joined Mordred in the hope of increasing his power and wealth. He has no principles other than his own greed but is good at appearing self-important.

Sir Ifar (23 years of age) is Bern's cousin and childhood friend of Gildea. In childhood, the three of them spent all their time together, but while Gildea and Bern fell in love, he secretly loved Gildea himself. Therefore, he decided to prevent their wedding by alerting Culwen. Since then, he has served as an apprentice under Sir Agravaine of the Hard Hand, and after the death of his mentor in Act I, he joins Mordred. He still loves Gildea but is also fond of Bern and feels guilty for revealing their love—however, neither Bern nor Gildea ever found out. In exchange for a fate point, he can be persuaded by one of them to switch sides in Act II.

Sir Tor (50 years of age) is a Knight of the Round Table and has relations with both Edward and Elaine; with Edward as a former mentor and Elaine as a former lover. He still has contact with Edward and is friends with him, but Elaine ended

their affair many years ago, before she became a nun, when he could not leave his wife for her.

Lady Belinda of the Tower (39 years of age) is a noble damsel and daughter of Sir Thomas of the Tower, a Knight of the Round Table. She is very melodramatic and a hopeless romantic, often sitting in her family's tower and gazing out at the horizon, dreaming of a handsome knight passing by and calling her name. She tends to lose focus in conversations and drift completely into her own thoughts. In her youth, she and Sir Edward were in love, but she has not seen him since her father did not want them to be together. She has not thought about him in many years.

The Arthurian Legend

It is definitely not necessary for anyone around the table to be an expert in the Arthurian Legend. However, it would be helpful to the gamemaster to know the following:

- King Arthur's kingdom is called Logres and is set in a mythological, fictional past. Medieval authors placed the stories in the 5th century, but the technology and culture resemble more of a romanticized version of the High Middle Ages. The scenario should thus not be historically accurate, as there is no historical reality to adhere to, only a literary tradition. Therefore, no specific years should be mentioned, etc.
- Arthur has been on the throne for many years, and under his rule there has been peace and order. Logres is a beacon of civilization compared to the rest of the world, and before Arthur's reign, Logres and the rest of mythological pre-Britain were in chaos with many smaller kingdoms constantly fighting each other.
- It is a romantic, polished, and exaggerated world where knights and nobility are at the center. Common people like peasants etc. do not play any significant roles in these stories; at most, they serve as servants for the nobility. Therefore, players should not interact with any peasants, visit villages, etc., and they cannot seek help from them. Sometimes a single

maid and other (non-peasant) servant at a castle play an important role though; this has served as the inspiration for Gildea.

- Although the scenario is low fantasy, it is not like Game of Thrones at all. Even the most evil knight speaks eloquently and does not swear, and formalities are generally practiced. For example, a kiss on the lips in public would be a dramatic way to express affection, and blushing would attract considerable attention. Sex can occur but should not be described.

The Death of Arthur

In parallel with the scenario's own story, the players will hear about events from the end of the Arthurian legend. These events mirror the themes of the scenario but will also have direct political consequences that affect the player characters. The individual scene descriptions will detail what news reaches the players from Camelot, where Arthur's court is located, and the dissemination of this information is woven into the structure of the narrative. However, to provide an overview, they will be briefly outlined here. **It is not important to remember all of this, as it will be described as the story unfolds.**

Act I, Scene 3: Sir Lancelot is caught in Queen Guinevere's chamber with her, and the entire kingdom now knows they are having an affair. It was the king's nephew, Agravaine of the Hard Hand, and his son, Mordred, who caught them. Consequently, Lancelot killed Agravaine of the Hard Hand and fled. He is now in hiding, while Guinevere awaits execution. Several Knights of the Round Table have been summoned to witness the execution. The land is generally in turmoil, and many are unsure what to believe.

Act I, Scene 4: Sir Lancelot has saved Guinevere from execution but killed several high-ranking knights in the process, including Tor and Thomas of the Tower. Lancelot and the queen have fled together to France, and Arthur has followed with his armies to seek revenge. He has left his son Mordred in his place as regent.

Act I, Scene 5: Mordred has begun to call himself king and abuses his power. He has replaced many high-ranking knights with his own loyal lackeys under the

pretext of rooting out Lancelot's spies. In reality, he is only seeking to strengthen his power so he can remain as regent when Arthur returns.

End of Act II: King Arthur has returned from the war with Lancelot after hearing about Mordred's treachery. He summons all his knights to the plain of Camlann, where he will gather his army and face the traitor in the field.

Epilogue: Arthur and Mordred's armies battle on the plain of Camlann, and both fall in the fight. Arthur's dying body is carried away to the lake of Avalon, and the lake nymphs say he will return someday. Lancelot arrives too late to the battle to help Arthur and reconcile their friendship; in grief, he disappears to become a hermit. Similarly, Guinevere decides to become a nun and spend the rest of her days in a convent.

Legendary Figures

Here you will find an overview of the different figures from the legend, which are mentioned in the scenario.



King Arthur is the legendary ruler of the kingdom of Logres. Arthur is known as a beloved and admired king who, over his long lifespan, has united the land both politically and culturally. When his father, Uther Pendragon, died many years ago, the land was left shattered and in civil war until Arthur, fifteen years later, pulled the sword from the stone and claimed the throne. Arthur's many knights look up to their ruler and swear to follow his law. Arthur is married to Guinevere, but they have no children together, and there are rumors that their marriage is less than perfect. His best friend is the knight Lancelot, who often stands by his side and whose advice he follows. Additionally, Arthur has the illegitimate son Mordred with his half-sister Morgause. This fact is often downplayed when

mentioned, and few blame Arthur. It is said that he only slept with Morgause because she enchanted him with her dark magic.

Queen Guinevere is the kingdom's beautiful and well-loved queen, cherished by both knights and noblewomen alike. Everyone knows she is a close friend of Sir Lancelot, the finest knight in the realm, and some whisper rumors that their relationship is something far greater than just friendship. Yet, no one has dared to publicly accuse either of them of the affair.

Sir Lancelot is King Arthur's greatest knight, admired and envied by many other knights of the realm. He is the sworn protector of Queen Guinevere and has fought in her name several times when she needed a champion. Behind the king's back, he is also her lover. Sir Bern, one of the player characters in the scenario, is a great admirer of Lancelot and met him several months ago.

Sir Mordred is one of the more controversial figures among the knights of the realm. He is the illegitimate son of King Arthur and his half-sister, the sorceress Morgause. Mordred is a vengeful and ambitious figure who plots to usurp the throne from his father. He hates his father, as Arthur tried to have him killed as a child, but since then, the king has regretted this crime and attempted to establish a real relationship with his son. Mordred indirectly plays a very important role in the scenario, as he recruits several sinister knights to his cause and incites a civil war in the country.

Sir Agravaine of the Hard Hand is King Arthur's nephew, son of Lady Morgause, and half-brother to Mordred. He is a Knight of the Round Table and the former mentor to Sir Ifar. He dies in Act I.

Lady Morgause is King Arthur's deceased half-sister, known as a powerful and influential sorceress. She was the mother of Mordred, Agravaine, and Gawain.

Sir Gawain is Arthur's nephew and one of the country's most famous knights. He is the brother of Agravaine and Mordred.

The Prologue

The prologue of the scenario consists of a monologue, three scenes, a round of “the writing of letters” and the distribution of a handout. It takes place several years before the rest of the scenario, where Bern (aged 15) and Gildea (aged 16) part ways on the doorstep of the Convent of the Holy Saint Heloise. Here we meet our player characters and establish some basic relationships between them. Additionally, the oaths that the knights and nuns live by are established, as Gildea enters the monastery while Bern begins his knight training. The prologue concludes with each player “writing” a letter, introducing the scenario's letter mechanic thoroughly.

Overall, the prologue should not exceed approximately 30 minutes.



Introduction Monologue

The prologue begins with the game master reading aloud this monologue; preferably dramatically which sets the mood for the first scene.

"Come closer and take a seat! Listen to a tale from times long ago, from the mythical England, from the kingdom of Logres. It is the realm of King Arthur, the once and future king, in a time after the Roman retreat but before the Anglo-Saxon conquest. In this time and place knighthood, adventure and heroic virtues rule but there is especially one sentiment which the knights and fair damsels of the realm value over all else – that is love of course!

Oh, love. Who among us would not forsake all for its sweet embrace? How many knights have not been driven mad by unresolved love; often so badly that forget their own names? And how many damsels have languished in sorrow, cursed by the cruel hands of fate? Yet, love, despite its trials, can be a beacon of hope and life, even if fleeting! Think only of tales such as Lancelot and Guinevere, Tristen and Isolde and so myriad others. These star-crossed lovers would never have given up their love even if they had known how unfortunate their fates would be resolved in the end.

This is such a tale of two souls entwined by love only to suffer a fate worse than death: separation and broken hearts. This is the tale of the young Bern and Gildea. Their love blossomed in their youth at the castle of Hen Neidr in the west. Together they envisioned a future in unity, as husband and wife, but destiny stepped in and forced them apart. Culwen, sire to Bern, opposed the wedding; deeming it unfit for his noble progeny to espouse a mere serving girl. Thus, he dispatched the young damsel to the sanctuary of a cloister while his own son was consigned to the tutelage of a grand knight, renowned for his honesty, who could teach him to be good and honest. And now, at this very moment, the young lovers await their final goodbye at the entrance of the Convent of the Holy Saint Heloise, their hearts heavy with tears."

First Scene: The Farewell

Location: At the gate of the Convent of the Holy Saint Heloise

Characters: Bern, Gildea, Edward, Elaine

Mood: Melancholic

Purpose: Establish character relationships and set up the theme of unfortunate love and obligations for the scenario.

Description: Knight Edward has the responsibility of training Bern to become a respected and dutiful knight, but he has also promised to find a convent for Gildea, where she can become a nun. He has chosen the Convent of the Holy Saint Heloise, where his sister Elaine is the abbess. In the scene, Edward must deliver Gildea to the convent, but he also has Bern with him, perhaps out of sympathy for the young lovers, perhaps as punishment? Bern and Gildea must bid farewell to each other, but it is up to Edward and Elaine's players to decide how close they may get to each other. Should Bern only wave from horseback, or will he be allowed to go all the way to the convent gate?

- Feel free to ask Edward and Elaine's players how they allow the young lovers to say goodbye.
- Also, inquire about how Edward and Elaine themselves greet each other.
- Be mindful that both Bern and Gildea's players should participate in the farewell, so that one of them does not dominate the interaction.
- Lunette is also handed over to the convent here but does not appear in the scene to avoid overcrowding.
- Remember, a small gesture in this world makes a big impression. For example, if Bern kisses Gildea's hand, it would be a powerful expression of their love.
- The scene should end as soon as Bern and Gildea's farewell is over.

Second Scene: The Knightly Oath

Location: Lancelot's Glade in the Land of Flowers

Characters: Bern, Edward, Tor

Mood: Solemnity

Purpose: Establish a basic understanding of what it means to be a knight and the guidelines that apply, so that all players have the same starting point for the rest of the scenario. Additionally, the scene develops Bern and Edward's relationship, while Tor is introduced.

Description: Edward leads Bern to a glade with special significance for the knights of the realm. It is said that Sir Lancelot once experienced a miracle here when he was madly in love with a woman he could not be with. For all his good deeds, he was allowed to see a glimpse of the Holy Grail in the night sky, which cured him of his sorrows.

Bern and Edward are on their way to the glade, discussing recent events. Bern misses Gildea, and Edward tries to prepare him for knighthood. Upon arriving at the glade, they meet Sir Tor, Edward's old mentor. He is to witness Bern swear the knight's oath to become a squire.

The scene should end with Edward instructing Bern to take the oath. Edward's player should recite the oath aloud, and Bern's player should repeat it. Edward's player may stand up, while Bern's player may kneel.

- Be attentive to Bern and Edward's conversation; if it drags on or starts to stale, describe their arrival at the glade.
- Tor is warm and welcoming towards Bern; if Bern and Edward's conversation has not delved into the story with Gildea, Tor may ask a few questions about it and how Bern feels about leaving his past life behind.
- If the players cannot or will not stand up/kneel, Edward's player can place a hand on Bern's player's shoulder.
- The scene should end as soon as the oath has been taken.

Third Scene: The Oath of the Convent

Location: The Convent of the Holy Saint Heloise

Characters: Gildea, Elaine, Lunette

Mood: Solemnity

Purpose: Similar to the previous scene, establish a basic understanding of what it means to be a nun and the implications of taking a convent oath. Additionally, introduce Sister Lunette and build the relationship between the three nuns.

Description: Gildea and Lunette have been in the convent for a few days now and are about to take their convent oath in front of the rest of the convent's nuns. The scene takes place in the convent's chapel, where a large altar with Saint Heloise is raised above all the convent's residents. Lunette is nervous about taking the oath and quite upset, but she does not say much. Elaine will briefly talk to the two sisters before they step in front of the altar and take the oath. She should tell them a bit about Heloise. She will also lead the ceremony.

Similar to the previous scene, Elaine's player should recite the oath aloud, after which Gildea's player should repeat it. Elaine's player may stand up, while Gildea's player may kneel.

- Make sure to introduce Lunette as a character; she should not be the focus of the scene but can exchange a few words with Gildea.
- Lunette is very young at this point; only 12 years old! She cries a lot during the scene.
- The scene should end as soon as the oath has been taken.

Introductory Letters

The prologue concludes with a small exercise where each player writes a letter to a predetermined character from their past. This introduces the letter-writing mechanic and allows players to fill in some gaps in their characters' history. Each player decides whether to send this letter or not, but they must write it.

Bern must write a letter for his father Culwen, in which Bern's player establishes how the relationship between father and son developed after the incident with Gildea and the unfortunate wedding.

Edward must write a letter for Belinda, after being reminded of his own unfortunate tale of love in youth. (Please note whether he sends the letter or not, as Belinda appears in act I).

Gildea must write a letter for her parents, in which Gildea's player must establish how fate treated the remainder of her family following the banishment from Hen Neidr.

Elaine must write a letter for Sir Tor, reflecting on their love story.

When the introductory letters are finished, you should give the "The Enamored Knight" handout to the players. At this and further handout presentation, you may read the quote on it aloud. After that, the prologue is over.

Act I

Seven years have passed at the beginning of the first act, since the prologue. This act consists of six predefined scenes, which alternate back and forth between the two knight players and the nuns. The act takes place in-game over approximately nine months.

Each scene in the first act ends with a player character writing a letter, which leads into the next scene, where the letter is received by another player character.

First act should last somewhere between 60-90 minutes.

If there is the need for a break already, it would be a good idea to have it before beginning act I.



First Scene: Gracian Le Fou

Location: A crossroads north of the Land of Flowers

Time: Early Spring

Characters: Bern, Edward, Sir Gracian Le Fou

Mood: Charming and adventurous but with a hint of melancholy.

Purpose: Bern and Edward reunited and the character relations expanded upon. They meet Sir Gracian le Fou, who will appear again later in the story. He introduces the theme of tragic love but also serves as a reminder of the foul Sir Ector's past crimes.

Description: Bern and Edward reunite at a crossroads after not having seen each other for an entire year. Edward is interested in hearing tales of Bern's first year as a knight errant. The two knights have planned to travel together for a while.

After speaking together for a bit, the two knights come across Sir Gracian le Fou at the side of the road. He exclaims his unrequited love for the noblewoman Damsel Belinda of the Tower; he however hesitates in revealing her name. Gracian would like to joust with another knight in order to dedicate his victory to the honor of Belinda, but he is a pretty lousy opponent since he doubts himself too much. He falls from the saddle while charging, ending the joust. He also does not know where Belinda is and will leave the scene to go search for her.

- Gracian le Fou is quite melodramatic; "Belinda, whose eyes shine like the stars themselves".
- He also uses expression like "smitten with a tenderness of the heart most painful".
- He has only ever talked to Belinda a few times.
- The meeting with Edward will remind him of Ector and the fate of his parents, even if only for a brief moment.
- Gracian considers Edward an old friend, though they are not close.

Letter: The scene ends with Bern writing a letter to Gildea.

Second scene: Nuns and Love

Location: The Convent of the Holy Saint Heloise

Time: The middle of spring

Characters: Gildea, Elaine, Sister Lunette

Mood: Melancholy but also secrecy

Purpose: The scene develops the relationships between the characters in the convent. In doing so it makes space for each character to reflect on their own dreams and not least their experiences with love. It is central to the scene to introduce the idea of Lunette being in love and hopeful which is contrasted with Gildea's own experiences.

Description: The habitants of the convent are planning a Pentecost feast for the poor of the village. Gildea is sitting outside the convent with a view of the local village of Abelard's Mill. She has just received and read Bern's letter as Elaine approaches, curious of its contents.

After they talked a little about the letter, Lunette (sister by birth of Gildea) approaches the convent along with another young nun. They have been in the village and are talking radiantly about someone they met there. It was the young Sir Lac, a French knight passing through the area. Lunette knows him and is in love with him, but she will try to avoid talking about him altogether if asked. She knows these thoughts are sinful and is very ashamed of them.

- The Abbess should ask about the contents of Gildea's letter.
- Sir Lac has told Lunette, that he is the nephew of Lancelot himself.
- Lac and Lunette have been seeing each other in secrecy.
- If Gildea confronts Lunette while alone about Sir Lac, Lunette might mention Bern and accuse Gildea of still harboring feelings towards him.
- The scene should end once Lunette leaves it.

Letter: The scene ends with Gildea writing a letter back to Sir Bern.

Third Scene: The Knightly Pentecost

Location: A clearing in a big forest north of the Land of Flowers

Time: Pentecost (late fall)

Characters: Bern, Edward, Tor, Ifar

Mood: Sadness and Graveness

Purpose: The players learn of the reveal of Lancelot and Guinevere's affair, which will have political consequences but also thematic influence on the rest of the story. Furthermore, the character of Ifar, Bern's cousin and old friend, is introduced. It is also hinted that Ifar will come between Bern and Gildea later in the story, as he curses the treachery of Lancelot more than anyone else.

Description: Bern and Edward arrive at a gathering of knights, where they were planning to celebrate the Pentecost along with many of their knightly friends, amongst others Tor and Ifar. The mood however is grim as they arrive, marked by recent news from Camelot. Lancelot and Guinevere's affair has been revealed by Sir Agravaine of the Hard Hand. As a result, Lancelot killed Sir Agravaine, fled the scene, and now Guinevere is waiting to get executed. Many of the Knights of the Round Table have been summoned to Camelot, among these Tor, to bear witness.

- Tor is sad; he is a close friend of Lancelot but remains loyal to Arthur.
- Tor will subtly ask about Abbess Elaine.
- Ifar is angry at Lancelot and despises him. He was once a student of Sir Agravaine of the Hard Hand, whom Lancelot has killed.
- He is however happy to see Bern, and he will also ask about Gildea. He is still secretly in love with her, but this should not yet be revealed.
- Tor advice Edward and Bern to uphold law and order in the realm in these times of trouble.

Handout: As the scene ends deliver "The Judgement of Guinevere" to the players.

Letter: The scene ends with Edward writing a letter to his sister Elaine, updating her about the matters of the realm.

Fourth Scene: Lac and Belinda

Location: The Convent of the Holy Saint Heloise

Time: The Middle of the Summer

Characters: Gildea, Elaine, Lunette, Lac, Belinda of the Tower

Mood: Sorrow yet also secrecy

Purpose: Belinda and Lac are introduced, and the love story of Lac and Lunette expanded. But most importantly; the nuns receive big political news which hold personal meaning to Elaine.

Description: Elaine receives the much-delayed letter from her brother while she sits with Gildea, looking out upon the landscape surrounding the convent.

After discussing the letter, they notice the young Sir Lac approaching on horseback. He is escorting the damsel Belinda of the Tower. She is sick and seeks medical aid. In truth she is mostly sad because her father Sir Thomas has been killed by Lancelot. Now Belinda feels unsafe at home and wants to stay in the convent for a while.

Lac informs that Lancelot has attacked Camelot, saved the queen and gone back to France and that Arthur has followed him there with an army. Many knights died by Lancelot's hand, including Sir Tor and Thomas. In Arthur's place now sits his son Mordred. Lunette blush at the sight of Lac. He wants to stay overnight in the stables. If he is allowed, he will meet Lunette at night, which Gildea and Elaine may witness. The scene should end once the matter of Lac has been dealt with, no matter which way it develops.

- Edward's letter has been delayed because the land is plagued by turmoil.
- If Lac see Lunette at night, they declare their love to each other.
- Lac HAS to mention that Sir Tor died at Lancelot's attack.
- Belinda is a hopeless romantic. She tells the nuns about her wish of one day meeting a beautiful knight who will love her.

Letter: The scene ends with Elaine writing a letter for Edward.

Fifth Scene: The Black Knight

Location: A forest path in the Land of Flowers.

Time: Late Fall

Characters: Bern, Edward, Sir Khadoc, Gracian le Fou

Mood: Excitement

Purpose: The danger grows, and the civil war is foreshadowed. It is important to show how the envoys of Mordred misuse their power and create conflict in the realm.

Description: Edward and Bern have been busy all summer by upholding law and order in the Land of Flowers. The scene starts shortly after Edward received the letter from Elaine. If the letter mentions the death of Tor, this will be the first time that he hears about this, as the reports from Camelot on Lancelot's attack have been quite varied and uncertain in regard to who exactly died.

In the dusk Bern and Edward meet a strange knight in black armor called Sir Khadoc. He serves Mordred and has taken Sir Gracian prisoner. Khadoc believes for a second that Edward might be Ector but quickly realizes who Edward is. Khadoc has been tyrannizing other knights and misusing the power vested in him by Mordred, while claiming to be scouring the land for the spies of Lancelot. It is clear that Khadoc is far from noble, and he will accuse both Bern and Edward of being spies of Lancelot as well. The scene ends once Khadoc has been defeated and they players have talked to Gracian. He wants to travel with them for a while, fearing to be attacked once again. The players may decide whether to bring him along.

- Khadoc believes for half a second that Edward may be Ector; try to play this subtlety as game master. This foreshadows the return of Ector in act II.
- Khadoc is pompous and self-righteous, but he is no remarkable knight. Both Bern and Edward can defeat him with their Knightly Training.

Letter: The scene should end with Bern writing a letter for Gildea.

Sixth Scene: The Injured Knight

Location: The Convent of the Holy Saint Heloise

Time: Early winter

Characters: Gildea, Elaine, Lunette, Lac, Belinda

Mood: Uncertainty, sorrow

Purpose: This is the dramatic turning point of the scenario as dangers approaches the habitants of the convent. The Love Story between Lac and Lunette gets to take center stage for a moment, and this tale might reflect the other love stories of the scenario.

Description: Gildea has just received Bern's letter. She is standing with Elaine on the walls of the convent, when they both see a lonely horse approaching. From its saddle hangs the fatally wounded figure of Sir Lac, who desperately needs medical attention. Gildea will be able to save him, but he will have to remain in the convent during the winter, weak and sick. He faints shortly after arrival but mentions a Sir Gorlois in black armor, who has attacked him. Both Belinda and Lunette, but especially Lunette is horrified by the sight of Lac's condition. She wants to remain by his side while he is cared for. Belinda remembers vaguely a Sir Gorlois, who once was banished by her father Sir Thomas. She does not remember the details, only that he was violent.

- Lunette who until now has tried to hide her feelings is now dominated by them. She weeps openly at the sight of Sir Lac's broken body.

Letter: Gildea has to write a letter back to Bern. But she never gets to send it. A knock on the gates of the convent can be heard in the night as soon as she is finished writing it. Do not tell Gildea's player that letter will not be send, until she has delivered the monologue.

- You could knock at the table when you announce that someone is knocking at the gates.

Handout: Deliver "During the reign of Mordred" to the players.

Act II

The second act takes place around and within the Convent of the Holy Saint Heloise in the Land of Flowers. It should not last in in game time more than a single day or two at the very most. In this act, Ector has arrived with twelve other knights, including Ifar and Gorlois. However, Ifar will keep his face hidden. They are after Lac, whom they consider a potential enemy of Mordred, but they accuse him of being Lancelot's spy. However, Ector also wants the convent's riches and aims to lure his brother Edward to it and trapping him, so he can have the confrontation he has dreamed of for many years.

In act II fate points come into play and overall, it should be quite dramatic. Most of the acts consists of free scenes which you will arrange along with the players, with the exception of the first and the final scene. To keep track of everything in between you can use the notes found in part two: free scenes.

Act II should, like act I, last something between 60-90 min.

It might be a good idea to have a little break between Act I and Act II.

The Convent of the Holy Saint Heloise

The convent, which is the location for much of the scenario, is particularly prominent here in Act II, where it comes under attack. However, the cloister is not very well defined in advance. It is fortified with a metal gate and should contain a stable, an altar room, and a hospital wing, but otherwise the nun players are welcome to contribute to its creation. If any of the players would like there to be a secret back entrance, they must pay a fate point to invent one; otherwise, they can also be creative in other ways regarding the layout.

About 40-50 nuns of all ages live in the convent, and several of them, especially the oldest, will not be able to be evacuated quickly or easily.

If you need names for any of the nuns you could some of the following: Enid, Dulcinea, Caelia, Caysa...

Part 1: Knocking on the Gate

Location: The gate of the convent

Time: In the middle of the night, following the previous scene

Characters: Elaine, Gildea, Lunette, Ector, Gorlois

Purpose: Ector is introduced, and the attack on the convent commences. Whether Ector and co. are let into the convent will affect the rest of the act.

Description: Gildea and Elaine find the gate half open; Lunette is about to open it for Sir Edward. However, it is Ector in disguise; he even carries a copy of Edward's shield (A Blue Sun). He asks for permission to stay overnight in the convent and tells them that he has fled from an evil knight named Gorlois.

Ector knows that Edward had an apprentice named Bern, but he is not updated on all the latest news. He will try to deceive Elaine, but as soon as she makes it clear that she knows who he is (if she figures it out), he drops the facade. He has missed his sister, but he is also bitter about not having heard from her all these years. It costs a fate point to close the gate and keep Ector out.

- Will Elaine and Gildea let Ector into the monastery; or do they not trust him?
- Lunette, who has opened the door, is close to Ector and is potentially in danger in this scene, for example, as a hostage.
- Ector's lackeys wait outside in the dark. He will let them in as soon as he gets a chance.
- If Ector is revealed for who he is, he insists that Lac is a spy for Lancelot, and that he will bring him to justice on Mordred's behalf.
- Ector calls Mordred king: he does not believe that Arthur will return to Logres.
- Ector is a tragic figure, but also the villain of the scenario, and he can be very dramatic and villainous in his behavior. After all, he is also known for lying a lot.

Part 2: Free scenes

The majority of Act II consists of free scenes, which you should set in collaboration with the players. These should involve the conflict at the convent. A few hours after "Knocking on the Gate," Edward, Bern, and possibly Gracian arrive at the monastery.

These free scenes should end when the primary conflicts have been resolved. Consider the following as a kind of checklist:

- Resolve the conflict with Ector and the remaining black knights.
- Ifar must reveal his secret love for Gildea, and his relationship with both Gildea and Bern must be resolved. The fact that he prevented their wedding in their youth may also be revealed.
- Gorlois must be fought, evaded, or driven away.
- Bern and Gildea must be reunited; find a natural way to get them alone together at some point, so they can talk about their feelings.
- Gracian will seek revenge against Ector, but also try to win Belinda's love.
- Does Lac survive or is he killed? Lunette is very protective of him, but their love has now also been revealed. Can she stay in the cloister despite this, or will she run away with Lac?
- What happens if one of the black knights is fatally wounded? Will Gildea break her Oath of the Samaritan or step in and help? For example, if Gorlois were to be injured.

If Ector is let in

In that case, Ector and his gloomy knights will fortify the convent as a defense against Edward and Bern. They will try to find and possibly kill Sir Lac, and they will lock several of the nuns up as hostages.

If Ector is not let in

In that case, Ector and his knights will besiege the cloister and prepare for an attack the next day. For example, they may try to break down the gate or acquire a ladder to climb over the wall.

About Ector

Ector is both cunning and a skilled warrior. It takes a fate point to defeat him or trick him, even if one possesses the Knightly Training or Cunning skills. He is bitter after his exile and wants revenge against his family – but deep down also their love. However, he only realizes this if he is forced to fatally wound one of them. In that case, he is shaken and loses his composure. The loss of the beautiful Igolda, who was Gracian le Fou's mother, still haunts him.

About Ifar

Ifar initially keeps himself hidden among Ector's knights but will reveal himself to Gildea under the pretext that he is there to save her. This applies whether Ector was let into the monastery or not. If he was not, Ifar succeeds in climbing over the convent wall and sneaking in. Ifar is a competent, but not extraordinary warrior and can be defeated by both Edward and Bern.

About Gorlois

Gorlois is big, strong, and dumb. A classic henchman figure. It takes a fate point to defeat him in battle, even if one has the Knightly Training skill. He does not lose heart if Ector dies or loses his composure but is very dedicated to Mordred's service. If Gorlois gets the chance, he will treat Sister Lunette dishonorably and try to kiss or assault her.

The Black Knights

Apart from Ector, Ifar, and Gorlois, there are ten other black knights. These do not need names or to be actual characters but serve to represent a threat to the players. If both Ector, Ifar, and Gorlois die or lose their composure, the rest of them will give up.

If one has to fight against several of the black knights, it costs a fate point if outnumbered, even if one has the Knightly Training skill. One should not be able to defeat more than three of them alone, even as a knight.

Possible Names: Grimhault, Robin, Galwat, Bortaigne, Caspian...

About Gracian

If Gracian is brought to the monastery, he will have two goals. To take revenge against Knight Ector and to win Belinda's love. However, he is not a particularly skilled warrior, but he can assist against a single ordinary black knight. However, against Ifar, Gorlois, or Ector, he stands no chance.

About Lac

Knight Lac lies wounded throughout this act and can wake up only briefly, but he cannot be of any help.

About Belinda

Belinda is scared and distraught and will try to hide in the convent. If Gracian comes to her aid, even if he does not actually save her from any danger, she will fall in love with him. Alternatively, however, she could also rekindle her old love for Sir Edward if it is he who comes to her side.

Part 3: The King's Messenger

When the conflicts on the checklist are nearing resolution, a messenger from Arthur's army will arrive immediately. He is looking for all knights still loyal towards Camelot and the king; they are asked to go to the Plains of Camlann to join Arthur's forces. The king has returned to the kingdom after hearing about Mordred's abuse of power and treason. Now there is civil war between the two. The surviving knight characters must decide whether to leave or not.

If they do not leave, they will break their oath to King Arthur and lose their honor.

Attention should especially be paid to Bern and Gildea. If he leaves, they must say goodbye again. At least for a while. But he could also stay? The situation with Ector has shown that the convent is also in danger during the civil war, and they could use a chivalrous protector through the winter?

Epilogue

The scenario's epilogue should take place through narrated action rather than specific scenes. Here we first observe the Death of King Arthur, then the fate of the convent, and finally, what happens to the player characters afterward.

The Battle of the Plains of Camlann

If any of the players decide to attend the battle, they will witness the end of the King Arthur legend and the fall of the king. Here, in a massive battle between Arthur's and Mordred's supporters, father and son meet on the battlefield and fatally wound each other. Mordred dies on the spot, but Arthur is carried away to the Lake of Avalon, where his wounds will be healed. The lake nymphs step forward and tell the mortals that Arthur will one day return. But after this, his faithful knights never see him again.

Give the players the handout: "The Death of Arthur"

After Arthur's death, Lancelot appears with his army to aid the king; all conflict between the two is forgotten. But he is too late, and in sorrow, Lancelot leaves knighthood behind to become a hermit. Likewise, it is said that Guinevere, Queen-no-longer, enters a convent and becomes a nun, where she spends the rest of her days.

King Arthur's time is now over, and the kingdom falls into chaos and unrest. Instead, many smaller kingdoms arise, where the few surviving knights, whose honor is intact, have great influence. But the world will never be as noble and beautiful again as it was during the reign of Arthur.

The Fate of the Convent

After Act II, the convent faces a dangerous winter. Civil war and lawlessness rage, and the cloister needs a protector. One of the remaining players in the monastery must pay a fate point to prevent the convent from being robbed and burned down during the winter. The player must describe how their character prevents this.

One can still break an oath to earn the necessary fate point; for example, Elaine

might have to kill someone to protect the convent? Or Gildea could refuse aiding a wounded enemy seeking asylum who would threaten them.

Broken and Preserved Oaths

Reflect on which oaths the players have chosen to break and which ones have been preserved and ask them in turn what they imagine will happen to their characters in this world after Arthur's death.

One Final Letter

The scenario should end with all surviving player characters sending a last letter. This also applies if they are wounded and resting in the convent.

Unlike previous letters, players must each decide for themselves whom they choose to send a letter to; for example, Bern could send a last letter to Gildea, but he could also write to Edward, Elaine, or even Gracian, depending on what Bern's player desires.

If one or more players have lost their character, they must instead write a letter from another character, intended for their own character. For example, Bern's player might, if Bern is dead, write a letter from Culwen, Bern's father, to Bern.

Attachments

The Knightly Oath

I swear in the presence of God Almighty, creator of the heavens and the Earth, and in the valiant name of my lord, King Arthur Pendragon, that I will follow the commandments here given, when I enter the holy institution of knighthood.

(Short Break)

I swear that I will obey my rightful lord and follow his requests and laws.

I pledge to always defend the innocent and to never do any harm upon them.

I pledge to never kill another in cold blood and to always fight like a true knight.

(Short break)

I swear to honor and uphold the virtues of courage, love, and wisdom, and to always hold them above the sins of cowardice, malice and greed.

I pledge myself to always treat women with respect, to defend them and to never spoil their honor.

I swear to always show mercy to the ones whom asketh for it, and who express regret, most convincingly and true. (Short break)

I will honor these commandments until my final day; as long as I carry the sword in my hand, the shield at my side and do possess mine mind unbroken.

In the name of King Arthur, Queen Guinevere and our saviour, The Lord, I do swear this oath.

Oath of the Convent

I pledge my loyalty to this convent, to mine order, to mine mothers, mine sisters in oath, to the holy Saint Mary, mother of God, to the Holy Saint Heloise and to our lord, Jesus Christ, and his father God.

I swear to never break mine oath, but to always take care of this convent, of mine order and our dedication to everything that is holy, and that I now belong to God's kingdom upon the Earth. (Short break)

I swear that I shall never love any man as a wife loves her husband, but I shall only love my fellow people as mine siblings among the children of God. And I pledge to always show them mine kindness and to help them in a way that is good. (Short break).

I pledge myself to helping the poor and the suffering and to always share with them from what little I may have myself, even if I too am poor and suffering.

I swear to never live in luxury and splendor, but only in humbleness and innocence as a member of our lord's flock on Earth. (Short break)

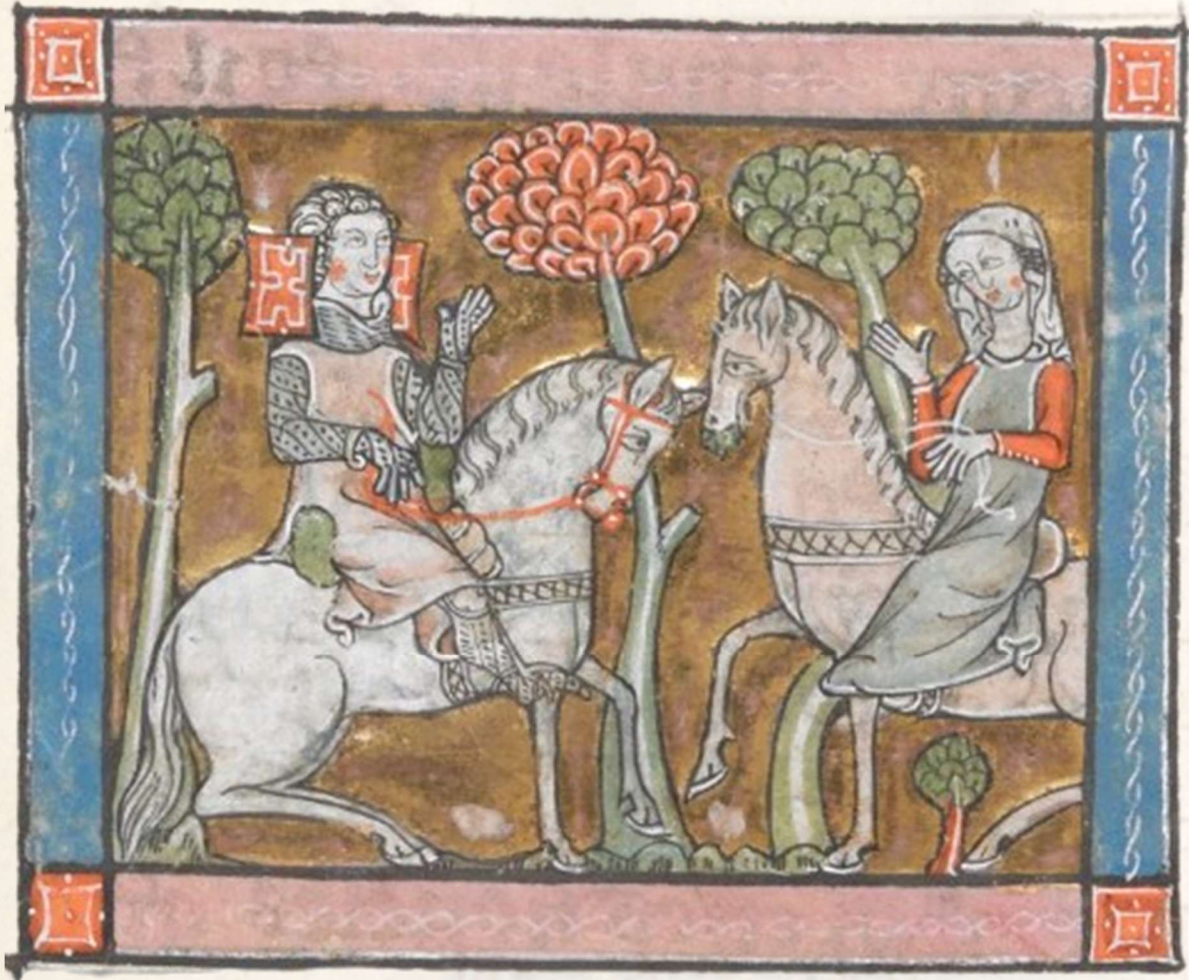
I swear to always obey mine abbess and to always follow her advice.

All this I swear as I enter the Convent of the Holy Saint Heloise where I will embrace mine sisters of oath and find the peace of the soul.

About the Holy Saint Heloise:

Heloise was a highly intelligent and sophisticated abbess who studied at a university in France in her youth. Here she entered into a love affair with her older teacher Abelard, which ended in tragedy, as her family learned about the relationship. Instead of the university Heloise was moved into a cloister where she spend the rest of her life and became on the greatest philosophers and authors of her time.

The Enamored Knight



"Until now, Lancelot had remained chaste, following the counsel of the holy man to whom he had confessed during the Quest for the Holy Grail, and had renounced Queen Guenevere, as the story has told earlier. Yet when he returned to court, not a month passed before he was as enamored and inflamed as he had ever been before, so that he again lapsed into sin with the queen just as he had done formerly" (*The Lancelot-Grail Reader*, p. 367)

The Judgement of Guinevere



"The king ordered his servants to go to the field at Camelot and to prepare a great and wondrous fire, in which the queen would be burned; for since queens have been consecrated, that is the only appropriate death for one who has committed a traitorous act. Then cries and lamentations arose throughout Camelot, and people grieved as bitterly as if the queen were their mother" (*The Lancelot-Grail Reader*, p. 379).

During Mordred's Reign



”Furthermore the king ordered all citizens in the land to obey Mordred’s commands, without question. He made them all swear – on holy relics – that they would not refrain from doing any task that Mordred commanded. This oath they swore. And the king would come to regret to it, most bitterly” (My own relay translation based on Kajsa Meyer’s translation named *Kong Arthurs Død*, s. 152)

The Death of King Arthur



"Thus did the father kill the son, and the son mortally wounded the father. When Arthur's men saw the king on the ground, they were so enraged that the human heart could not comprehend their pain". (*The Lancelot-Grail Reader*, p. 393)

Reference Sheet

Player Characters:

Bern; a young idealistic knight, former lover of Gildea

Gildea; a young nun and cloister physician, former lover of Bern

Elaine; abbess in the Convent of the Holy Saint Heloise, sister of Edward

Edward Caulas; the truthful knight, brother of Elaine

From the past of Bern and Gildea

Culwen; an old knight, father of Bern and lord of Hen Neidr

Hen Neidr; a castle placed on an island of the west coast.

Ifar; a young knight and Bern's cousin

Lunette; a young nun and the sister of Gildea by birth

From the past of Edward and Elaine:

The Land of Flowers; a region of Logres, protected by the Caulas Family

Ector Caulas; the lost brother of Edward and Elaine

Belinda of The Tower; a noblewoman, daughter of Thomas of the Tower

Menaus; a deceased knight, husband of Igolda

Thomas of The Tower; an old knight

Gracian Le Fou; a knight, son of Menaus and Igolda

Igolda; a deceased noblewoman, married to Menaus.

From the legend:

Arthur Pendragon; the king of Logres and your rightful monarch

Guinevere; the wife of King Arthur and highly esteemed queen of the realm

Lancelot; Arthur's best knight and good friend

Mordred; Arthur's bastard son and a knight of the Round Table

Agravaine of the Hard Hand; Arthur's nephew, brother of Mordred and knight of The Round Table

The Round Table; the highest order of knights in the realm, whose members serve the king directly.

Camelot; the castle and place of court of Arthur, where the Round Table lies.

Tor; a knight of the Round Table and former teacher of Edward

Lady Morgause; the deceased half-sister of Arthur and mother of Mordred and Agravaine

Other

The Convent of the Holy Saint

Heloise; Elaine and Gildea's cloister, located in the Land of Flowers

Gorlois; a knight known for his size and strength.

Khadoc; a less known knight

Lac; a young French knight, related to Lancelot

Start-up Guide

Use this guide for starting the scenario. Start-up should take about 30-45 minutes.

1. A round of introductions and talking about expectations

2. Basic information

- Tell the players, that it is a drama scenario, where romantic love plays a big part, but also central is conflict with evil knights.
- Tell them about the "The Writing of Letters" and Fate Points but do also emphasize that these will be reintroduced once they become relevant in the scenario.

3. The story and the universe

- Tell the players that the story takes place in a mythical non-historical past, which is normally said to be in the 500s, but which has the technology and morale of the literature of the 1100-1200s.
- Arthur Pendragon is king, and the realm is called Logres.
- Under the rule of Arthur, Logres has become a beacon of civilization in an otherwise dark and chaotic time.
- It is a romantic but also tragic version of the Arthurian legend.
- Melodrama is the most important mood.
- Almost everyone keeps their manners and talks eloquently. Only the most vile of knights would ever murder an unaware enemy in the dark. This tale is very far from Game of Thrones.
- This story is about people of privilege in this society; in this case nuns and knights. Peasants exist in the world but should never appear. As such the players cannot seek refuge in the village for example.
- Sex may appear in the story but should not be described.
- The scenario is structured into a prologue, two acts and an epilogue.

4. Introduction of the player characters

- The young Sir Bern: a romantic idealist who is in love with the nun Gildea, but he lost her many years ago. He is the former apprentice of Sir Edward.

- Sir Edward the Truthful; an experienced and respected knight who has sworn to never tell a single lie. He is the brother of Abbess Elaine but since a conflict in their youth which involved their brother Ector they have not been that close.
- Sister Gildea; a young nun and skilled physician, who has found peace in the cloister after a couple of years. This was not; however, her original wish and she was put there as a punishment for her love affair with Bern. Even though she is now a nun she still retains romantic feelings towards Bern.
- Abbess Elaine: mistress of the cloister where Gildea is a nun. She is her mentor and close friend. The abbess is strict but also a loving and witty mother figure for all in the cloister.

5. Assign roles who to the players.

- Who wants to be knights, who wants to be nuns? Is there preference among some of the players?
- Who is most comfortable with/wants to play lovers?
- Perhaps the youngest or least experienced players should be Bern and Gildea?

6. The players read their characters (10-15min)

7. Begin the prologue!

Player One: Sir Bern of Hen Neidr

Key Words: Lovesick, Loyal, Dedicated

Coat of arms: A heart surrounded by three roses.

Age: 22 years of age (15 in the prologue)

Sir Bern of Hen Neidr is a young knight who early in his life experienced great love but also the loss of that very same love. The rest of his life since then has been marked by this loss; by the loss of the fair Gildea.

For many a year Bern served as squire to the noble knight Edward Caulas, renowned for his steadfast commitment to truth. A year hence, Bern was dubbed a knight himself and embarked on numerous adventures and tournaments, seeking to carve out a worthy reputation for himself. Yet he now returns to the Land of Flowers, where Edward is named protector, and where Bern himself spent many formative years under the knight's tutelage. However, there may be another reason behind Bern's return to the region, for it is here that the Convent of the Holy Saint Heloise stand, where Gildea, still a nun, resides.

A Glimpse into the Past

Bern hails from the far reaches of the Hen Neidr region, on the western fringes of Arthur's realm, where paganism and sorcery still resides. He is of Celtic lineage, his kin having converted to Christianity merely forty years prior, yet still retaining vestiges of their ancient rituals, now intertwined with their Christian faith. His father, the knight Culwen, distant kin to King Arthur himself, secluded himself in his remote castle following the war with Saxons decades ago, rarely venturing forth to engage with acquaintances. As a child, Bern always dreamt of becoming a renowned knight, longing for grand adventures, yet his father never supported these aspirations, providing only the most rudimentary training in the skill required by knighthood.



As an act of rebellion, Bern often escaped the confines of the castle under cover of night, seeking his own adventures in the nearby forest, along the shore, and even out upon the sea. There, he imagined himself battling malevolent knights, fearsome creatures, and rescuing countless damsels in distress. Despite his efforts to keep these escapades clandestine, he eventually acquired two companions on his exploits: his cousin Ifar and the serving girl Gildea. Ifar became his comrade-in-arms, while Gildea assumed the role of the wise young woman, cunningly aiding the knight in overcoming his challenges. Bern cherishes these adventures as some of the finest moments of his life thus far. Together, Bern, Ifar, and Gildea, as inseparable best friends, continued these adventures for years, until they began to approach young adulthood, and as they grew older, so too did their feelings. Bern no longer viewed Gildea merely as a companion and helper on his quests, but as something quite else, and the two fell deeply in love. Yet, there was one obstacle: Gildea was a serving girl, while Bern was of noble birth.

Bern resolved not to be bound by his father's tyrannical rules. If Sir Tristan could fight for the love of Isolde despite her marriage to Tristan's uncle King Mark, then so could Bern! Furthermore, Gildea was neither married nor betrothed, making their union far less scandalous than what many noble and respectable knights had committed for the sake of love. And Gildea loved Bern just as fervently and genuine. The two spent many evenings together simply expressing their feelings, sometimes through ordinary words, sometimes through poetry and song. Their adventures, in this sense, became less dramatic, with Ifar keeping watch whenever the two met. They often exchanged love letters when they were at the castle, unable to express their love openly for fear of suspicion. However, despite Bern and Gildea's many encounters, they never consummated their love physically; they rarely touched each other except for the occasional kiss on the hand or forehead. They reserved the rest for marriage, which they fully intended to enter into.

Bern managed to persuade the local priest to marry them in a secret ceremony on the beach in the moonlight. They only invited two guests: Ifar and Gildea's

younger sister Lunette. However, events did not unfold as the two lovers had hoped. Just as they stood on the shore, with the priest about to bless them, tragedy struck. In an instant, the beach was overrun by soldiers, and Bern's father Culwen seized him personally, hurling him away from the ritual before it could be completed. In a last-minute revelation, the father has discovered what was transpiring and resolved to prevent the marriage. His son was not to marry a mere serving girl. Culwen ensured that she was sent to a convent along with her sister Lunette, and Bern has not seen either of them since he bid farewell to Gildea on the doorstep of the Convent of the Holy Saint Heloise. Similarly, Ifar and Bern were sent away to separate new knight masters, who could instill proper discipline and upbringing in them. Thus, Bern not only lost his betrothed but also his best friend and his home. He has often pondered how they were discovered, wondering if it might have been Gildea's sister Lunette who inadvertently revealed their secret? After all, she was but a child when it occurred.

And Now

Bern found himself under Edward Caulas, a knight of good repute who also aided in finding a convent for Gildea and Lunette. Since then, Bern has known only the life of a knight, thankfully finding a loyal and good friend in Edward. Yet, despite this, he often reflects on the past; his strained relationship with the stern father Culwen, his friendship with Ifar, and especially the beautiful Gildea, whom he lost. Will they ever lay eyes on each other again? They still exchange letters occasionally, expressing friendship, and Edwards permits this communication, thinking it beneficial for Bern to have a friendship with such a morally upright figure, such as a nun. Yet, their communication can only proceed on this basis, as knight and nun. At least, until the overarching situation remains unchanged.

Bern's Oaths

Dedicated to Love; as a young man, Bern swore an oath to love itself and to always aid others in achieving it. Since he could not be with Gildea himself, he resolved to assist any other lovers in need if he could. Through his knightly

adventures, he has aided several knights in winning the favor of the women they love, and likewise helped maidens capture the attention of the knight they admire. Most importantly, however, is aiding lovers thwarted by external forces from being together.

Loyalty to Arthur: as a knight of Arthur's realm, Bern has pledged loyalty to the king and his law. This oath includes protecting all under the king's dominion, including Arthur's many subjects, as well as practicing and adhering to the customs and code of chivalry, which entails hospitality, justice, loyalty, etc.

Acquaintances:

Gildea is Bern's great love, whom he deeply misses. It has been a long time since Bern has seen Gildea, yet they still exchange letters, and she will always hold a place in his heart. But does their love still stand a chance, or is it too late?

Sir Edward is Bern's dear old mentor and close friend. During his training, he shared nearly all his dreams, fears, and thoughts with his mentor, and Bern has absorbed much of Edward's respectable nature. However, he has never quite embraced the principle of truthfulness as closely as Edward would have wished.

Lancelot du Lac is King Arthur's greatest knight and Bern's ultimate role model. It is one of his greatest desires to become like him. The path, however, is long and complicated, for Lancelot possesses great honor, the favor of the king, and greater skill with lance and sword than any other knights in Arthur's realm. Bern met Lancelot once during his year of knightly adventures, after completing his training, and although the encounter was brief, it left an indelible impression on the young knight.

Sir Tor is another knight whom Bern holds dear. Tor is Edward's old mentor and thus played a minor role in Bern's own training.

Sir Ifar is Bern's cousin, with whom he was very close as a child. Over the past year, they have rekindled their relationship, as they have encountered each other several times on their knightly adventures, and he is once again among Bern's best friends.

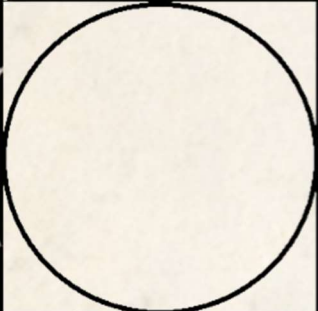
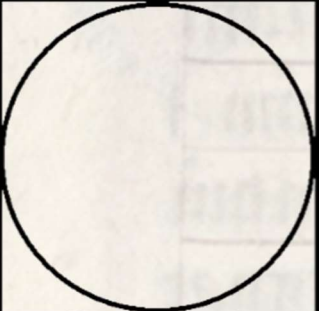
Sir Lac is a young knight of French origin whom Bern has met several times during his travels, forming a friendship with him. Like Bern, Lac is a romantic, and their friendship has grown based on this similarity.

Culwen is Sir Bern's father, with whom he had a rather strained relationship in childhood and adolescence. Culwen, among other things, prevented Bern and Gildea from getting married.

Knighly Training

Bern is a skilled warrior, and as long as he is armed, he does not need to expend fate points to overcome any ordinary opponent unless outnumbered.

Bern's Fate

		King Arthur	The Oath of Love
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The Knightly Oath

I swear in the presence of God Almighty, creator of the heavens and the Earth, and in the valiant name of my lord, King Arthur Pendragon, that I will follow the commandments here given, when I enter the holy institution of knighthood.

(Short Break)

I swear that I will obey my rightful lord and follow his requests and laws.

I pledge to always defend the innocent and to never do any harm upon them.

I pledge to never kill another in cold blood and to always fight like a true knight.

(Short break)

I swear to honor and uphold the virtues of courage, love, and wisdom, and to always hold them above the sins of cowardice, malice and greed.

I pledge myself to always treat women with respect, to defend them and to never spoil their honor.

I swear to always show mercy to the ones whom asketh for it, and who express regret, most convincingly and true. (Short break)

I will honor these commandments until my final day; as long as I carry the sword in my hand, the shield at my side and do possess mine mind unbroken.

In the name of King Arthur, Queen Guinevere and our saviour, The Lord, I do swear this oath.

Reference Sheet

<p>Player Characters:</p> <p>Bern; a young idealistic knight, former lover of Gildea</p> <p>Gildea; a young nun and cloister physician, former lover of Bern</p> <p>Elaine; abbess in the Convent of the Holy Saint Heloise, sister of Edward</p> <p>Edward Caulas; the truthful knight, brother of Elaine</p>	<p>From the legend:</p> <p>Arthur Pendragon; the king of Logres and your rightful monarch</p> <p>Guinevere; the wife of King Arthur and highly esteemed queen of the realm</p> <p>Lancelot; Arthur's best knight and good friend</p> <p>Mordred; Arthur's bastard son and a knight of the Round Table</p>
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Player Two: Sir Edward Caulas the Truthful

Keywords: Truthful, Just, Respected, Ambitious

Coat of Arms: A Blue Sun

Age: 40 years of age (33 in the prologue)

Sir Edward Caulas is known as The Truthful Knight in large parts of, though not throughout, Arthur's realm. In his youth, he proved his worth in many tournaments and adventures, often accompanying his master and mentor, Sir Tor. Even in his early youth, Edward stood out through his speech and behavior from the many other young squires by never wanting to tell even the smallest of lies. Now, Edward bears the title of the protector of The Land of Flowers; a region of Arthur's kingdom known for its colorful, beautiful nature. It is from this region that Edward's own family also originates.

Despite Sir Edward's many talents and the respect that his truthful nature has brought him, he has not yet earned a place at the Round Table, but it is not unrealistic that the future might offer him this opportunity if a vacancy arises. Especially if Edward continues to adhere to chivalrous virtues and maintains his good reputation, there should be a good chance of achieving this honor.

The past:

Nor has Sir Edward ever achieved love; like so many other knights, he carries a hidden wound from a past acquaintance. In his youth, he loved Miss Belinda of the Tower, but unfortunately, he could not marry her because of her father, Knight Thomas, and he has never found the courage to fall in love again. The conflict with his father arose when Edward was asked what he thought of him, and when he honestly replied that he thought his father was a coward, he was forbidden from ever seeing Belinda again. Edward has since put the story behind him, but it still hurts sometimes.



The greatest wound that Edward carries, however, concerns his relationship with his two siblings: Elaine and Ector. In their youth, these three were inseparable, although they had some differences. For example, his siblings could never understand his honest nature, but often told many tall tales. The contrast between Edward and Ector, in particular, who as twin brothers resembled each as a man his own reflection, was so great that the rest of the family called them the fair and the foul brother.

The sister Elaine somewhat a mix of her two brothers and was always the one who resolved conflicts among them if they disagreed. She could easily lie when she wanted to, but she generally had better morals and a gentler nature than Ector, and thanks to her, the two brothers always became friends again throughout their upbringing. It was only in the early adult years that this strong triple bond was broken when Edward refused to tell a lie to protect his brother's dark secret.

This story began with an affair between Ector and the mature woman Igolda, who was the wife of the knight Menaus. When Edward discovered the affair, he was asked by Elaine, who also knew about it, to keep the secret to himself to avoid any problems. But Edward could not fulfill this wish when he was confronted by Menaus himself, who knew that the young knight always told the truth. Gripped by rage and vengeance over the revelation of his wife's infidelity and that Ector had made him a cuckold, Menaus grabbed his sword and stormed home to reveal the lovers in the act. Before anyone else in the household understood what had happened, both Menaus and Igolda lay dead on the floor, with a bloody Ector standing over them with his sword in hand. Ector claimed that Igolda had tried to stop the fight by jumping between them, but whether he spoke the truth or not made no difference. He had killed an unarmed noblewoman, one he had even loved himself, and now he had to suffer the consequences. He was exiled from the region, and none of his family members have seen him since.

The last time Edward ever saw his brother, they fought about what happened. Now Edward does not even know if his brother is alive or dead, and his

relationship with Elaine has also been damaged by the experience. However, Edward is still in contact with her, both through letters, but also because the Convent of the Holy Saint Heloise is located in the Land of Flowers, where Edward has been appointed as protector. It was, among other things, Edward who delivered the young women Gildea and Lunette to the monastery many years ago, after Bern and Gildea secretly and against Bern's father's will tried to marry.

Sir Edward's Oaths

Truthfulness is the virtue that Edward values the most, and which he seeks to adhere to in the smallest detail. He never tells even the smallest lie but has sworn always to speak the truth, no matter how uncomfortable or inconvenient the truth may be.

Loyalty to Arthur; as a knight of Arthur's land, Edward has sworn loyalty to the king and the king's law. This oath includes protecting everything under the king's dominion, including Arthur's many subjects, but also practicing and adhering to the customs and code of chivalry, which includes hospitality, justice, loyalty, etc.

Acquaintances

Abbess Elaine is Edward's sister, whom he has become distant from after a tragic incident. In their youth, he, Elaine, and their brother Ector were inseparable, but since then, the three have not been together at any time. Edward sometimes sees Elaine, with whom he regularly exchanges letters, but their relationship has never recovered from this youthful tragedy, especially because Elaine partly blamed Edward for it going so badly because he was unwilling to tell even a single lie.

Bern is Edward's old apprentice and squire, whom he took on after Bern, against his parents' wishes, tried to marry the serving girl Gildea. Edward gladly took on this duty and has spent several years raising and forming the young Bern into the fine young knight he is today. Edward is proud of Bern, and they are still very close, for example, they often travel together, but he would wish that Bern had taken the principles of truthfulness better to heart. Edward knows that Bern and

Gildea sometimes communicate via letters; the knight has chosen to allow this communication as long as the relationship remains purely friendly. It also seems to benefit Bern to have such a close connection to a nun, who can help him understand good and evil and know the word of God.

Belinda of the Tower was the noblewoman whom Edward loved as a young man but whom he was prevented from marrying due to conflict between Edward and her father.

Sir Tor was Edward's mentor in his time, and although he is now an older knight, he is still lively. They are now close friends and meet often. Tor is a knight of the Round Table and thus part of King Arthur's inner circle.

Ector Caulas is the name of Edward's villainous twin brother, whom he has not seen in many years. As children, the two were very close, although vastly different, and often came into conflict with each other. Ector blamed Edward for what happened to Menaus and Igolda because he revealed the affair to the husband, and since then, there has been an irreparable rift between the two brothers. However, Edward still loves his brother and misses his friendship.

Sir Gracian Le Fou is a knight of the same generation as Edward himself, but although they were squires at the same time and participated in several of the same adventures, they have never been particularly close. However, their destinies have long been intertwined since Gracian is the son of Menaus and Igolda; the same lord and lady whom Edward's brother Ector killed many years ago. As a consequence, Edward has often felt he owed something to Gracian and has done his best to treat him well. Edward knows that Gracian has not achieved great feats in his time as a knight but that he has only won the French nickname "Le Fou"; a comment on his skill in disappearing when danger is afoot. However, Gracian is of the conviction that it means the "pheasant".

Sir Edward's Exploits

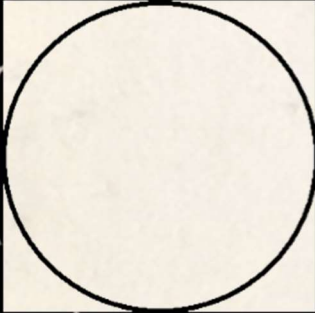
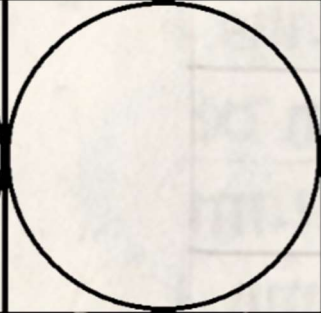
Edward has achieved several impressive feats throughout his knightly career. If you need to refer to any of them, you can mention the following: a) defeated the

knight of the Crescent Valley, b) solved the riddles of the dark sage Timathian, c) traveled with Sir Gawain for a whole summer, d) was a guest at King Arthur and Queen Guinevere's wedding as a very young man.

Knighly Training

Edward is a skilled warrior, and as long as he is armed, he does not need to expend fate points to overcome any ordinary opponent unless outnumbered.

Edward's Fate

		King Arthur	The Oath of Truth
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The Knightly Oath

I swear in the presence of God Almighty, creator of the heavens and the Earth, and in the valiant name of my lord, King Arthur Pendragon, that I will follow the commandments here given, when I enter the holy institution of knighthood.

(Short Break)

I swear that I will obey my rightful lord and follow his requests and laws.

I pledge to always defend the innocent and to never do any harm upon them.

I pledge to never kill another in cold blood and to always fight like a true knight.

(Short break)

I swear to honor and uphold the virtues of courage, love, and wisdom, and to always hold them above the sins of cowardice, malice and greed.

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I will honor these commandments until my final day; as long as I carry the sword in my hand, the shield at my side and do possess mine mind unbroken.

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Player Three: Sister Gildea

Keywords: Helpful, loyal, unselfish, believer, cynical

Age: 23 years of age (16 in the prologue)

Sister Gildea of the Convent of the Holy Saint Heloise is a young nun who, against her will, was placed in the cloister after fantasizing in her childhood about a much larger and more exciting future full of love.

Gildea serves at Heloise's Convent in the Land of Flowers, where she is Abbess Elaine's most trusted servant. Additionally, she is also the cloister's most skilled physician. Gildea has created a good and meaningful life for herself in the cloister, even though the Land of Flowers is very far from her original home. However, she has learned that thinking too much about the past usually only brings her sorrows. Instead, she tries to focus on her profession and her fellow sisters in the cloister. But recently, she received a message that, despite this, succeeded in turning Gildea's thoughts towards the past. Sir Bern of Hen Neidr is returning to The Land of Flowers after a year's absence, now as a fully trained knight. What will this mean? She has not seen Bern in countless years, and yet she cannot help but whisper his name every time she's alone.

The Past

Gildea has known Bern almost her entire life, and despite their difference in social status, they have always regarded each other as kindred spirits. While Bern was born as the noble son of the old knight Culwen, a distant relative of King Arthur himself, Gildea was nothing more than a simple serving girl at Hen Neidr Castle, where Culwen held power. And yet, Gildea and Bern became close friends from a very young age. This friendship was built on their strong imagination and their shared love of adventure. Gildea often dreamed of escaping



the dull life as a servant in favor of a more enchanting future, and she imagined herself alternatively as a mighty sorceress and a cunning noblewoman like Queen Guinevere. Together with Bern and Bern's cousin Ifar, she began to embark on secret adventures at night; either in the local forest, on the beach, or around the darkest corners of the castle. Ifar, Bern's cousin, also became one of Gildea's good friends, and for several years, the three of them were inseparable.

But as the young people grew older, their feelings also developed. Whereas Bern had previously appeared as a friend to Gildea, he now transformed in her eyes into one of the knightly heroes she had always dreamed of meeting. She fell completely in love with him. Through many secret evenings, Bern and Gildea now exchanged loving words and songs, often with the faithful Ifar acting as guard so that no one would discover them. They also began sending love letters to each other when they were at the castle and could not express their love without arousing suspicion. But despite Bern and Gildea's many meetings, they never consummated their love physically; they rarely touched each other except for an occasional kiss on the hand or forehead now and then. The rest they would wait for until marriage; and marriage was certainly what they intended, even if Bern's father Culwen did not approve.

Gildea was so happy the day Bern told her that he had persuaded the local priest to marry them in secret. They chose to invite only two guests: Gildea's little sister and the dear friend Ifar. Everything was perfect, and the ceremony began; until it abruptly stopped again. From one moment to the next, the beach was filled with soldiers, and Bern's father Culwen stood among them. He had caught wind of their plans and now showed up to prevent his son from marrying a lowly servant. The last time Gildea saw Bern was on the doorstep of the cloister, where she was delivered by the knight Edward Caulas, who is the abbess's flesh-and-blood brother. Subsequently, Bern rode off with the knight to become his apprentice; both her placement in the monastery and his with the knight were a punishment from Culwen because the two young people had the audacity to defy his will.

And now...

Sometimes Gildea cannot help but speculate on how different her and Bern's punishments were. Bern was sent to apprentice with Edward, and although he was cast out of his home and estranged from his family, he still got the chance to live out his dreams. Gildea, on the other hand, was locked up in a cloister, where she had to accept a completely different life than she had originally planned. As a consequence, Gildea is no longer the same dreamer she used to be, and she thinks about the reality she knows rather than the one she used to imagine.

Here she has found her calling in medicine and generally in helping others. Gildea has gained a high status in the cloister, where the abbess is among her closest friends. Also, her sister by birth Lunette is close to her, as she was placed in the monastery with Gildea several years ago, possibly because she was a participant in the secret wedding. Her placement there probably also has to do with the fact that Gildea's family was banished from Hen Neidr after the revelation, and they could not be sure of the future. Regardless, Gildea has always seen Lunette's placement in the monastery as a small grace; at least, she did not lose her sister.

Although Gildea has not seen Bern in all these years, she has had limited contact with him through letters. In them, they often talk a little about their lives but mostly discuss various ethical and faith-based questions, and the tone has generally been friendly. Abbess Elaine is well aware of this correspondence and allows it so that Gildea can help the young knight understand good and evil. Gildea still has feelings for Bern, but she also has her oath to the cloister and her dedication to God to consider. It must have been God's will and grace that placed her in the convent after her love affair with Bern, and she fears that God will not be nearly as merciful if she again transgresses his wishes.

Gildea's Oaths

Oath of the Convent; as a nun of the Convent of the Holy Saint Heloise, Gildea has sworn her life to this profession. This solemn oath includes, among other things, loyalty to the cloister and its members, as well as living in celibacy.

Oath of the Samaritan; Gildea has dedicated her life in the convent to helping the sick and wounded, and she knows countless helpful herbs that can be used to alleviate pain or even save lives. She has sworn to help any injured person who comes into her care, regardless of their origin and loyalty.

Gildea's Acquaintances

Bern is still close to Gildea's heart, but their relationship has evolved over the years, and the distance makes it difficult to know what each of them feels. Gildea does not even know this herself. Will she be able to restrain herself and preserve her honor as a nun, or will she be overwhelmed by her feelings at the sight of him? And how does Bern feel about her? It may be that he only wants a friend.

Abbess Elaine is Gildea's loving but strict mentor and close friend, who has educated her in the monastic life and whom she still consults for advice on life's many difficult questions. Gildea is puzzled, however, by how Elaine, despite being an abbess, sometimes tells tall tales, both to the nuns and their guests.

Sister Lunette is Gildea's sister by birth, who was placed in the convent with her several years ago. The two are still very close, but Gildea knows that Lunette, who is younger, sometimes longs for a life outside the cloister and dreams of things like adventure and even love.

Sir Edward was the one who brought Gildea and Lunette to the cloister in the first place. She knows that he subsequently trained Bern and that he is the brother of the abbess, but Gildea does not exactly have warm feelings for him, as he played a significant role in Bern and Gildea's separation.

Sir Ifar is Bern's cousin and Gildea's good friend from childhood. However, the two have not seen each other in many years, but Gildea still has fond memories of him.

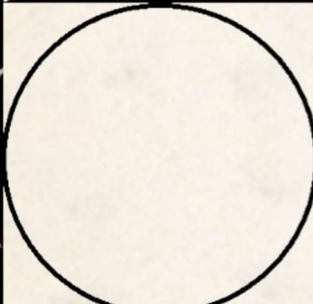

Culwen is the lord of Hen Neidr and Bern's noble father, who sent Gildea to the cloister and prevented their wedding at the time. Gildea does not have much regard for this old man.

Gildea's parents have lost contact with Gildea many years ago. She still misses them sometimes, but she knows that they have lived a hard life since they were banished. She also knows that it is her fault that they had to move and fell into poverty.

Cloister Physician

Gildea has dedicated years to the study of herbs, diseases, and healing, and she has both patched wounds, brewed medicine, and attended to the sick. She can save the life of any wounded person if she is free to attend to them and has her remedies. She typically carries these with her, but she can also find more in the cloister's her garden or in her small workshop.

Gildea's Fate

		Oath of The Cloister	Oath of the Samaritan
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Oath of the Convent

I pledge my loyalty to this convent, to mine order, to mine mothers, mine sisters in oath, to the holy Saint Mary, mother of God, to the Holy Saint Heloise and to our lord, Jesus Christ, and his father God.

I swear to never break mine oath, but to always take care of this convent, of mine order and our dedication to everything that is holy, and that I now belong to God's kingdom upon the Earth. (Short break)

I swear that I shall never love any man as a wife loves her husband, but I shall only love my fellow people as mine siblings among the children of God. And I pledge to always show them mine kindness and to help them in a way that is good. (Short break).

I pledge myself to helping the poor and the suffering and to always share with them from what little I may have myself, even if I too am poor and suffering.

I swear to never live in luxury and splendor, but only in humbleness and innocence as a member of our lord's flock on Earth. (Short break)

I swear to always obey mine abbess and to always follow her advice.

All this I swear as I enter the Convent of the Holy Saint Heloise where I will embrace mine sisters of oath and find the peace of the soul.

About the Holy Saint Heloise:

Heloise was a highly intelligent and sophisticated abbess who studied at a university in France in her youth. Here she entered into a love affair with her older teacher Abelard, which ended in tragedy, as her family learned about the relationship. Instead of the university Heloise was moved into a cloister where she spend the rest of her life and became on the greatest philosophers and authors of her time.

Reference Sheet

<p>Player Characters:</p> <p>Bern; a young idealistic knight, former lover of Gildea</p> <p>Gildea; a young nun and cloister physician, former lover of Bern</p> <p>Elaine; abbess in the Convent of the Holy Saint Heloise, sister of Edward</p> <p>Edward Caulas; the truthful knight, brother of Elaine</p>	<p>From the legend:</p> <p>Arthur Pendragon; the king of Logres and your rightful monarch</p> <p>Guinevere; the wife of King Arthur and highly esteemed queen of the realm</p> <p>Lancelot; Arthur's best knight and good friend</p> <p>Mordred; Arthur's bastard son and a knight of the Round Table</p>
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<p>From the past of Edward and Elaine:</p> <p>The Land of Flowers; a region of Logres, protected by the Caulas Family</p> <p>Ector Caulas; the lost brother of Edward and Elaine</p> <p>Belinda of The Tower; a noblewoman, daughter of Thomas of the Tower</p> <p>Menaus; a deceased knight, husband of Igolda</p> <p>Thomas of the Tower; an old knight</p> <p>Gracian Le Fou; a knight, son of Menaus and Igolda</p> <p>Igolda; a deceased noblewoman, married to Menaus.</p>	<p>Other</p> <p>The Convent of the Holy Saint Heloise; Elaine and Gildea's cloister, located in the Land of Flowers</p> <p>Gorlois; a knight known for his size and strength.</p> <p>Khadoc; a less known knight</p> <p>Lac; a young French knight, related to Lancelot</p>

Player Four: Abbess Elaine

Keywords: Strict, Loving, Witty, Problem solver

Age: 38 years of age (31 in the prologue)

Abbess Elaine of the Convent of the Holy Saint Heloise is a determined woman, highly respected in the Land of Flowers, where she resides. Here, she presides over approximately fifty nuns and does her utmost for both their well-being and that of her neighbors. She has been abbess in the cloister for the past five years and a common nun for about fifteen years before that.



Even in her youth, Elaine often frequented the cloister to converse with the nuns; her family lived only a short trip from there, and she was very interested in questions of good and evil. Elaine has always viewed killing as absolutely dreadful and considers lesser evils preferable. This belief manifests in her daily life, where Elaine often tells small lies to avoid conflicts, such as when two local men have fallen out. Despite being a strict abbess, she also does not shy away from making jokes and telling tales.

The Past

In addition to the nuns in the cloister, Elaine's most important relationship is with her brother, Edward Caulas, known as The Truthful Knight, who acts as the protector of the Land of Flowers, where the cloister is situated. They correspond regularly with each other, but their relationship has been strained since youth. They used to be very close however, before Elaine became a nun. Back then, they shared almost everything with each other and spent most of their time together; Elaine, Edward, and their third brother, Ector, despite their differences. For example, Elaine could never understand Edward's truthful nature, which he has maintained since childhood, never telling a single lie. Elaine, on the other hand, and her brother Ector, always bent the truth. The contrast between Edward and

Ector, twin brothers, was so great that the rest of the family called them the fair and the foul brother.

Elaine found herself somewhere between her two brothers and was always the one to resolve conflicts among them if they disagreed. She could easily lie when she wished, but she also generally had a gentler nature than Ector, and thanks to her, the two brothers always became friends again throughout their upbringing. It was only in their early adult years that this strong triple bond was broken when Edward refused to tell a lie to protect his brother's clandestine affair.

This story began with an affair between Ector and the mature woman Igolda, who was the wife of the knight Menaus. Ector had confided in Elaine about the affair but had not told their brother Edward anything, fearing he would reveal it. It happened later that Edward discovered the relationship, but Elaine fervently begged her brother, like her, to keep the secret to avoid any conflict. But Edward did not comply with Elaine's wish and revealed the affair to Sir Menaus; with terrible consequences. Gripped by rage, Menaus seized his sword and stormed home to reveal the lovers in the act. Before anyone else in the household could understand what had happened, both Menaus and Igolda lay dead on the floor, with a bloody Ector standing over them with his sword in hand. Ector claimed that Igolda had tried to stop the fight by jumping between them, but whether he spoke the truth or not made no difference. He had killed an unarmed noblewoman, one he had even loved himself, and now he had to suffer the consequences. He was sent into exile from the region, and none of his family members have seen him since.

Although Elaine did not condone Ector's behavior, she also blamed Edward for this outcome. She believed that, after all, it must be better to have an affair and lie about it than to kill someone, and if only Edward had been willing to lie for his brother's sake, he could have prevented the conflict.

Like her brother Ector, Elaine was also involved in an affair in her youth, in her case, with the married knight Tor. However, he was not willing to leave his wife, even though he repeatedly promised that he only loved Elaine. In the end, Elaine

chose to take fate into her own hands. She ended the affair with Tor, although she still loved him, and chose a life where no men could have any power over her. In the cloister, there is only room for her nuns and God, and here Elaine has the power; just as she likes it. She has a good and meaningful life, where she has guided and taught many nuns; including her close advisor, the young Gildea, who is the cloister's best physician. She knows that this young woman was placed in the cloister against her will because she, as a serving girl, was about to marry a nobleman's son, and Gildea has told her much of this story. However, Elaine has never told anyone about her own youthful experiences with love and has evaded the question many times. She has occasionally heard news of Tor, who is a knight of the Round Table and was a mentor to her brother Edward, but she has done her best to shake it off.

Abbess Elaine's Oaths

Oath of the Cloister; as the abbess of the Convent of the Holy Saint Heloise, Elaine has sworn her life to this profession. This solemn oath includes, among other things, loyalty to the cloister and its members, but also living in celibacy.

Thou Shall Not Murder; Elaine firmly believes that it is wrong to kill another human being, and she will do almost anything to prevent anyone from doing so.

Acquaintances

Edward Caulas is one of Elaine's two brothers and the one she still has contact with. Edward is known as The Truthful Knight because he never lies, which annoys Elaine, as she believes there are far more important things than honesty. Elaine, at least to some extent, blames Edward for their common brother Ector killing Menaus and Igolda many years ago.

Gildea is Elaine's faithful advisor and one of the nuns closest to her. She knows about Gildea's past but trusts her and knows that Gildea is mostly happy with her life in the cloister. Elaine imagines that Gildea could one day take over as abbess. However, she also knows that Gildea still corresponds with Sir Bern, whom she was close to marrying in her youth. Elaine allows this correspondence

because Gildea helps Bern with various ethical questions, and if she can ensure that the knight kills fewer people, it will benefit the world. Furthermore, she also feels sympathy for Gildea.

Tor is a knight of the Round Table and Elaine's old love, who, however, would not leave his wife for her sake. She still misses him sometimes.

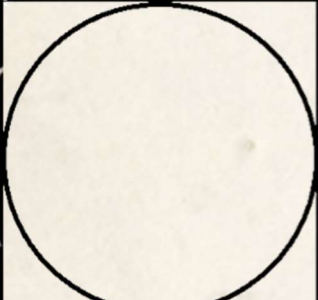
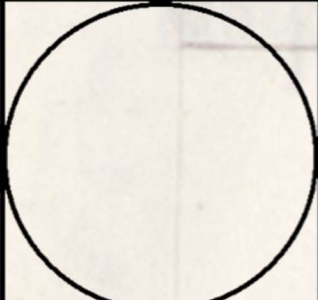
Lunette is a young nun in the cloister and Gildea's sister by birth. She is a young and sweet woman but spends a bit too much of her time daydreaming.

Ector Caulas is Elaine's missing brother, who was sent into exile after the story with Igolda and Menaus. Elaine often misses her brother, but she also condemns him for the murder, especially of the woman Igolda. Elaine wishes that he is well and that he has made a life for himself. In childhood she particularly enjoyed Ector's company because of his liveliness and his sense of humor.

Cunning

Elaine may be a nun and an abbess, but she also possesses cunning and can be scheming. She is good at telling stories and lies to achieve what she desires, which typically is that no one should come to harm. Elaine can lie to non-player characters and manipulate them without having to spend a fate point, never to harm themselves or others.

Elaine's Fate

		Oath of The Cloister	Thou Shall Not Murder
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